

THE CALYPSO INDEPENDENCE

THE FREE VOICE OF EUDORIA AND AMETHERA

SEPTEMBER 2005

NEW(S) PAPER FOR CALYPSO

Hunters Unlimited & friends proudly present:

THE CALYPSO INDEPENDENCE

From the community for the community as a new PE-related publication we present you interesting and important news about Calypso, varying professions like Hunting, Trading, Crafting or Mining, or social aspects of the community itself. Rumors and News – find the latest chitchat about Project Entropia's future here.

This Issue's special focus features the top society 'Shaolin', including an interview with their society leader 'Orion' and a survey of their Land Area 'Shaolin Island'.

We will feature other top societies in the upcoming Issues, so if you like to see your society being promoted here, contact the Calypso Independence staff.

Enjoy the reading!

The Calypso Independence Staff



Rumormills:

Port Atlantis



Twin Peaks

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Point of View

Badboyz3584 recently sat down and had an interview with PE player, Orion. Here is how it went.

What is your full ingame name and profession?

Hello!

My name is Eleria "Orion" Starwind, and I am a hunter. Well, most people who know me would rather say I am more of a chatterbox than anything else.

What brought you to PE?

I have always been fascinated by 3-D first person RPGs and so I browsed www.mpogd.com to find some games of that type. That is quite long ago. The first time I stumbled over PE was in 1999, when I read a short game description on www.mpogd.com. But PE was in no mannerable stage of development back then, so I waited for open beta to start.

How long have you been playing?

It took me 3 years to come back to Calypso. The very first time I installed the game was February 9th, 2002. A date I won't forget. Still the game was buggy as hell. Most of today's complaining newcomers have no idea, what sort of catastrophe PE was back then. My monetary participation in PE started mid 2003, when I was convinced, that the game got stable enough to risk some bucks...

Why did you choose that profession?

Like 99% of the players back then I started with an Outbacko and one ammo clip for 1 ped, since this was the first I could afford to buy.

Somehow I got stuck with that ever since.

Are you part of a society?

Yes, indeed, I am member of a fine society called "Shaolin".

In your own words, how would you describe your society?

I find no better matching word than FAMILY.

Since years university and then job force me to live far away from home and friends. Whenever I log in and see the blue chat, I know that I am at home.

It is weird, but I call my society members more friends than most of the people I know in "the other world".

The reliable friendship, fine humor and similar personality of my soc mates make this society experience the most wonderful part of my PE-life.

You recently became the Leader of Shaolin after former-leader, HH, left. Are you happy with this change, or do you prefer a less involved role in society management?

Hmm... This is a hard question.

There are moments, where I would love to just lean back, minding my own business - knowingly there is someone caring for the society's needs.

On the other hand it is a wonderful feeling to know that I can highly influence the future of Shaolin with my decisions. And leading my 'family' to a bold and bright future is even more pleasing than leaning back.

Describe either your earliest or happiest memory of PE

One of my happiest memories is probably about my gallant mentor 'Templehavn', who taught me so much, never demanding something for it - long before something like a mentor reward existed. In fact, I got a reward. One day he said I'm ready to face the adventures of PE now and gave me a Lime Coat as "graduation gift". If I ever stop playing PE, my avatar shall be buried with this coat and my trusted old Outbacko.

Obviously, everyone's long term goal is to develop their character and try to profit, but do you have any short term goals?

Being in my 4th year of PE now, I am quite done with short term goals. Even MA's most evil tweaks on gameplay couldn't scare me off. My plans are truly made for a longer stay on Calypso.



Eleria 'Orion' Starwind

Which upcoming feature on the PE development roadmap or otherwise are you most looking forward to?

Probably the introduction of the ancient status of some Pre-Gold items.

Hmmm.. or maybe the introduction of space mining in asteroid fields? Or maybe the next landgrab? Animal taming? Self-constructed robots? I just can't decide it!

How would you change PE, or what would you add, if you could decide?

PE definitely lacks transparency and reliability of MindArk decisions for the players. Not necessarily in the meaning of item descriptions, but in the meaning that once made "official" statements aren't bypassed with dodgy changes in game. "We do not change existing item stats", but then changing secondary item effects does not improve my trust into game stability.

In my eyes trusting the game stability is vital for players and the game itself.

Any humorous moments you'd like to share?

There are many, especially with my society. Sadly situation comedy looses when repeated. But you can easily recognize a Shaolin member by their bright smile.

What's your most memorable loot?

My biggest HoF is probably to finally having brought my girlfriend to PE, after suffering over 3 years of constant complaints about my PE addiction. I am glad to say that today she is as addicted as me. Now we fight about the single computer we have...

What one piece of advice would you give a total newb?

Select your mentor carefully.

The quality of your mentor decides about your future ingame. Having a bad mentor is the most frequent reason for newcomers to quit again. You could have had a bright future ingame but never found it out, because bad advice let you quit before.

Is there anything you did in your PE past that you regret that you would care to share?

I didn't use my chance of being an early bird. I am playing PE since an eternity, but I was too chicken to invest bigger in the early stages...

Anything you'd like to add?

Help newcomers, they are the basic of our community and our future. Disregarding the newcomers would be fatal for the game, thus fatal for yourself.

We would like to thank Orion for taking the time to answer our questions. Until next Issue.

Interviewed by: Badboyz3584

Scam warnings

by Badboyz3584

These are scams recently reported to have happened in Project Entropia. Scammers are all around us. Maybe not your best friend, but it might be that guy that your mentoring, or maybe the noob who wants to hunt with you. Not that this behavior is limited to new players, or kids, even though the person that does it is acting in just that way. This page is to help people avoid being taken advantage of by these kinds of people. This list is not complete, only the most recent.

repair items for free

This scam has recently come back. It was around some time back and now a couple people have been seen doing this again.

The method: Player x advertises that he will repair people's items for free. He actually has no intention of repairing as he will leave as soon as he has anything of value.

To avoid: Tell them that you will take the cash to repair, otherwise, there is no way to trust them. Payment of market value or collateral may be suggested if they really want to do this, but it's only a few PED, not really worth the trouble.

email

Another old scam that has come back in new forms.

The method: You get an email in your inbox from MindArk(or so you think) saying something about whatever and that they need your login and password. Do not trust this.

To avoid: Do not send them any info at all(cept maybe some Internet spam). MindArk will NEVER EVER EVER EVER(...til Infinity and such) ask for your password, they already have it and nothing is done via email. The email address was probably collected from a PE fansite, maybe you should erase it if this becomes a big problem for you.

skill sale

This one started shortly after skill chips were introduced and is still attempted.

The method: Player X says that they are selling skills because they are generous, or quitting, or whatever. The truth is they are trying to steal your Generic skill chips. They will ask for the inserter and chip so they can extract it for you. Yeah, sure. Don't believe it.

To avoid: Tell them to buy your skill chip from you for fair market value, then you'll buy it back for the same price if they are so generous. If they say they have no money, too bad. Could also ask for sufficient collateral in this case.

lend

As old as time itself. Happens everywhere, even outside the game, but that's another story.

The method: We've all heard the stories. Player X asks to borrow an item for a bit to test it or "just for this hunt", then gets a little skiddish when asked to give it back. Some of these scammers have partners and have their chat well scripted. The intent is to steal it if that wasn't evident. Many can fall victim to this because they think they know the person well enough to trust them.

To avoid: Ask for collateral or market value until it is returned. Don't lend without that unless you are a) sure you know the person not to steal from you b) don't mind losing the item in case they do steal it or c) can go over to their house and take the value back in punches to their face.

The Science of Hunting

By Hunter

You're a hunter. You love the adrenalin rush you feel as you face a furious beast, not knowing what the outcome will be. The killer instinct. Kill or be killed. In its very basic form, it takes us back to our roots of having to kill our meals, to go and eat it in our caves... ..raw.

And yet, there is a science to it.

There are some formula's we can employ to find out whether or not we can kill a certain animal with a certain weapon or combination of weapons/armour/fap.

Time to kill Animal = Animal Health/Dmg/Sec. Dealt by Human.

Now if we use the same formula for an animal to work out its time to kill a human:

Time to kill Human = Human Health/Dmg/Sec. Dealt by Animal.

Then we can use the statement below as a test for whether or not you can kill a certain animal.

Time for Human to Kill Mob < Time for Mob to Kill Human

There are factors which affect all of this, and also in some instances, exact figures are not available. For Example, the amount of damage dealt by either yourself or the animal can change drastically with just a few misses. So in order to counter these unknowns in our formulas, we have to make up conservative values based on our experiences.

If we use less conservative values for the amount of times an animal will hit you, how many misses you'll make, what damage you're likely to deal per hit etc. then you will more than likely die a lot more often.

....Check out next month's issue for more from Hunter

Landarea of the Month

This month's LA: Shaolin Island

This month, The Calypso Independence brings you information on Shaolin Island. We interviewed a representative from the controlling society.

What is your name, and how do you relate to Shaolin Island?

Hello, my name is Eleria Orion Starwind and I am the proud leader of the Shaolin Society. We are grateful for the opportunity of introducing our Landarea to the public at large. With The Calypso Independence you have started an admirable project here. My deepest respect for your efforts here.

Where is the Shaolin Land Area located?

Our Landarea, "Shaolin Island", is the upper Island in the south-west corner of Amethera, with its very own Teleporter found around the coordinates x4000 y9200.

What is the best way to get there?

If you already have collected the teleporter on Shaolin Island, then certainly using the TP. It is located inside the borders of the Landarea, next to a fully equipped Shopcontainer with auctioneer and Revival. This provides possibly the shortest route to a hunting ground known on Calypso.



Location Map

If you do not have the TP yet, it is simplest to follow the coast- and shorelines down south-west from the Treasure Island Main TP. If needed, you can easily drown mobs you do not want to hassle with on your way. Or you can simply ask a Shaolin for an escorted tour to the Island.

What kind of mobs would one encounter while inside?

The Island is inhabited by Mermoths and Cersumons – both creatures are exclusive Amethera breeds with only 2 known spawns.

We grow Cersumons Youngs to Providers and a few Mermoths.

The now extinct Exarosaur race did not survive the extensive cultivating of the land.



Mermoth on Shaolin Island

What kind of equipment would one need to successfully hunt there?

Cersumons are tough creatures with 800 – 1000 HP, which have learned long range attacks. But they suffer from one big handicap: their six stumpy feet can move the heavy torso only at the speed of a snail.

At maximum range a single hunter of normal skills can bring down a Young Cersumon with a ML-35 + Dante, before the mob gets the chance for counteracting.

If the Cersumon still comes into range, just turn and run a few meters before finishing it off.

Certainly Thunderbird armor with the right plates doesn't hurt, but most ppl used to hunt them naked. To sum it up, everybody with medium ranged weapons like MK2 or better can effectively hunt Cersumons using a shoot-and-run tactic. This is the premium chance even for younger hunters to handle a big mob without problems.

What kind of items can you confirm being dropped there?

The Cersumons are known to drop some of the rarest and most sought after armor parts on Calypso, such as Eon Gloves and Shadow Helmets, each being worth several thousand peds, as well as Moderate Teleport Chips. These are certainly the highlights beside other interesting loots like Mannequins, EWE EP-38, Gulo Lamps and more.



Cersumon in his natural environment

Another neat feature for hunters is the fact that the Landarea has only smooth hills and rather light vegetation, which do not interfere in your hunting experience.

The densest spawns of the Cersumons are the north-, south- and west coasts of the Island, only 1-2 minutes away from the Teleporter, Revival and Shopcontainer.



Confirmed HoF with Eon Glove

It is very rare, that a single mob type drops such a variety of items, with so many of them having such a high quality.

Mermoths are known to drop the very rare Boar Shins, with their price still going into the hundreds.

How is the mining over there?

I am not a miner myself, so it took me quite a while to realize the immense potential being buried in our grounds.

Geological surveys revealed that the island offers a premium chance to skill, which astonished us quite a bit.

Because the ground is rich in Lysterium, Oil and Cumbriz, everyday mining will provide a much higher number of findings per 100 bombs, resulting in much higher gains of skill than other areas with fewer, but relatively bigger deposits. Additionally, the deposits of Oil and Lysterium train your drilling and extracting much better than other findings of the same value.

What is the tax set at?

With the publishing of this issue, we will lower and keep the taxes at 4.9% for Hunting and only 2.9% for Mining, because we think that to skill mining shall not only be faster, easier and more comfortable, but also to be more economic on Shaolin Island than in any other area on Eudoria or Amethera.

We hope the readers of The Calypso

Independence will back up this decision with paying us a visit to assure themselves of the fine quality of our provided service.

What kind of changes have you made to the area?

Taking the feedback received from fellow hunters on our Island seriously, we researched a cure to the Exarosaur plague and distributed it over the land's fertilizer. The heavy cultivating of the land finally completely exterminated the Exarosaur breed.

Long before that we injected loads of fertilizer into the grounds to bring the density of Cersumons to a reasonable level, which allows good hunting, without making the Miner's job on our land like a footballmatch on a minefield.

Any future plans for the area?

We think that we set up a very reasonable setting for our Landarea here and want to provide reliable information, so we do not plan to change these area settings soon. This will be no loss-leader price, but an enduring offer to all customers who appreciate the experience of a premium Landarea on Amethera. Certainly we are keen on further feedback from our dear customers.

I thank you very much for the interview and wish you a bright future for The Calypso Independence.

We would like to thank Orion for taking the time to answer our questions.

Interviewed by: Badboyz3584

Newbie's Corner

Newbie Help Section

by Heap

In this section of The Calypso Independence I plan to use EP and EF to gather information from the community. That information can come to me in the form of questions from new players which myself and the TCI staff will do our best to answer or established players who have developed some helpful tool can supply me the info concerning what they have been working on themselves. This month the latter of those two options has been chosen.

One of the most difficult tasks for any new player to PE is gathering all the TP's. This month I received a PM from an Avatar named KapokWu who supplied me with a link to a website which was created to instruct newbs on their long journey to gather the TP's on Calypso and Amethera.

Please see the following web address:

<http://www.saunalahti.fi/~pavone/PE/running-tps.html>

Thanks to KapokWu for putting together this TP tutorial and sharing with TCI! Good Luck getting those TP's...

Mentor shoutouts

by Heap

Welcome to the section of The Calypso Independence that we have reserved for mentors to congratulate their hard working disciples. To date, I have not received any information from mentors as requested in my threads on EP and EF... 😞 I'm hopeful that after the PE Community understands how we plan to use the requested info that we will be able to create a nice way for those folks who complete their discipleships to receive some well deserved public recognition. Please note that the following is a sample entry to demonstrate what we are hoping to see in this section:

The Calypso Independence would like to congratulate the following disciples and mentors:

John "Deadeye" Doe for completing his/her discipleship in Longblades under the watchful eye of his/her mentor Yem "Heap" Pyite.

If the mentor would like to supply any other facts concerning the gratz such as what ME item was received, the amount of time the disciple completed the program, or any other relevant information feel free to include that in your PM on the forums.

I will be creating a post on both EP and EF to officially gather info for each monthly addition of TCI so keep an eye out for it!

Thanks for your support.

Market Trends

by Nabi and Badboyz3584

There seems to be a drastic change in prices surrounding the Katsuichi swords and blp amps. The cause of the drop in the swords seem to be done by an avatar named "Summer"(full name not shown) who is crafting them at an incredible rate. The drop in blp amp (mostly beast and cause) seem to happen because noone was willing to pay over 400 peds for the new beast amp, so when the prices went down, it caused the cause amp to drop because the amp's stats are very similar to the beast. Also the price for mk2 dropped to tt+40 from the old price of tt+80-100. Since the beacons are sort of new, the price for them is around 200 for a 23ped and they increase slightly as the tt changes as well. And because of the beacons, vigi armor is becoming popular again, the prices for a set are anywhere between tt+200-350.

Now the average prices for them are:

- Katsuichi valor: tt+ 5-20
- Katsuichi honor: tt+ 20-40
- Katsuichi determination:
tt+ 250-350.....used to be tt+ 1000
- Beast BLP amp: tt+ 150-200
- Cause BLP amp: tt+ 100-200
- Mk2 laser rifle: tt+ 40
- Robot Beacons: tt+ 177-240
- Vigi Armor Set: tt+ 200-350

Beauty items are selling for quite a bit recently. As with most things, they are new, so that is probably the reason. The price is expected to fall, but no guesses to where it will stabilize, and when. Sweat prices are on the rise again. The average price is up around 4.0-4.2 PEC.

Overheard on Calypso

Rumors and such heard around

by Badboyz3584

Ore and Enmatter seem to be selling quite cheap, probably as crafters hold their breath for the new VU and the crafting update. Hopefully it pays off.

The once popular Octagons around Calypso are seldom used as havens of skilling, anymore. Since the skill system update, it seems people no longer use that method. The only use for them now is PK fun. And quite a bit of it goes on in Twin Peaks as players show off their killing abilities, challenging people to fight. Armor and FAPs are somewhat considered to be the wimp's way out. Now and then, people skill their FAP skills in the Octagons, but not like before.

The beautiful Cape Corinth is rumored to be the French hangout. There is some talk of Fort Fury being it, but Corinth has the most votes. Corinth has also had sightings of the Uber PE players, thought to also be their favorite hangout, besides Echidna, on the way into PVP3 to terrorize miners.

The current insane price of sweat is the cause of some rumblings from the community. Mindforce users have difficulty doing anything with the market prices where they are now.

MotM

Mob of the Month - Atrax

by Badboyz3584



Atrax in his natural environment

Info: We've all seen them. Big raptor-like creatures with lots of sharp teeth. The weakest is the Atrax Young, and just about anyone can take one down, though I wouldn't recommend running into a large group of them without a respectable armor or FAP. The Matures are more dangerous, but still not too hard. Not advisable to attack in Pixie Armor unless you can kill quickly, a lesson learned by some unnamed person after watching a hunter tank 3 at a time and getting a false sense of the danger involved using pixie ;) Then there are the very large atrax, the Old Alphas, Stalkers, And Prowlers. These are very dangerous indeed and not advisable to hunt without nice equipment. One other thing to note is that Atrax can run very fast, faster than you.

Where: The Youngs can be found in many places, like south of East Scylla Mountains. The highly dangerous variety can be found in Outback 4, Atrax Park, Owned by Paris Dub Hilton, located NNE of the main Land Area teleporter.

Known Loots: Marber bravo type plasma annihilator(dropped often), Thunderbird shins (F), Af Implant, Hair stylist chair(very nice), Cayad Lamp, Large black-red carpet, Small red stripped carpet and the occasionally seen ML-35

Thanks to Zap's Loot Table for providing loot info and Entropia Pioneers for hosting the forum where the Land Area info was found, and ,of course, Paris Dub Hilton for creating Atrax Park.

HHotM

Hunting Hof of the Month

Looter: Rockard Zoongoler Svensson

Ped Value: 326 PED

Interesting items: a Shotgun

Creature Killed: Longu Guardian



Picture provided by Entropia Pioneers album

Last Page

A note from the Editors
by Badboyz3584

I am happy to release this issue of The Calypso Independence. A good bit of work was involved in getting everyone together to work on it, but we came together and organized and made this happen. The driving force behind it was losing, first, The Gate, which was a web magazine written by MindArk, then Entropia Insider and any after that. We will try to continue to bring quality to this project for the benefit of the entire Project Entropia community.

Recent events, such as the Unique Item quests.

I think the insane TT value is a bad thing. I think these types of things are best if the TT value is at a reasonable level, say 100-200 PED, and the item is still Unique. When it is dropped, still having 20,000 PED along with it would be good, but that TT value just makes sure that if it ever drops to 10% condition, it will never be repaired to full, or even half, just 100 PED or so to have PK fun. That is just my opinion on this.

That's all for now. Over and out.

Masthead

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